

# Corrections to Gravitar™ Operation, Maintenance, and Service Manual (Supplement to TM-206)

Please correct *Table 1-3, Game Play Options* (page 1-6) in your manual to show three ships per game as the recommended setting.

**Table 1-3 Game Play Options**

This table contains the switch settings for options relating to game difficulty, language, bonus, and ships. The switches are on the game PCB at location D4 and are accessible when the game PCB is mounted in place.

Settings of 8-Toggle Switch on Gravitar game PCB (at D4)								Option
8	7	6	5	4	3	2	1	
Not used	Not used	Off	Off	On Off	Not used	On	On	No bonus
						Off	Off	Bonus ship every 10,000 points ◀
						On	Off	Bonus ship every 20,000 points
						Off	On	Bonus ship every 30,000 points
Not used	Not used	Off	Off	On Off	Not used			Easy game play ◀
								Hard game play
								3 ships per game ◀
								4 ships per game
On	On	Off	On					5 ships per game
								6 ships per game

CHANGE

◀Manufacturer's recommended settings

Please correct **Screen 1: RAM failure** (page 2-2) to read as follows:

**RAM failure** is indicated by a high tone (low tone indicates a good RAM) and, if possible, an *R* displayed in the top center of the screen. Count the tones. Tone 1 or 2 indicates RAM failure at game PCB location N/P1. Tone three or four indicates RAM failure at game PCB location K7.



ATARI, Inc. 790 Sycamore Drive P.O. Box 906 Milpitas, CA 95035